

What is claimed is:

1. A method for providing a message director service in a gaming network including gaming machines, the method comprising:
  - publishing an availability of the message director service on the gaming network;
  - receiving a discovery request for the message director service;
  - registering by a gaming client with the message director service; and
  - processing one or more service requests between the gaming client and the message director service, said service requests conforming to an internetworking protocol.
2. The method of claim 1, wherein the message director service comprises a web service.
3. The method of claim 2, wherein the service request is formatted according to a service description language.
4. The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. The method of claim 2, wherein the message director service is registered in a UDDI registry.
6. The method of claim 1, wherein the gaming client comprises a gaming machine.
7. The method of claim 1, wherein the gaming client comprises a service provider.
8. The method of claim 1, wherein the service request comprises a request by the gaming client to start receiving at least one specified event message from the message director service.

9. The method of claim 1, wherein the service request comprises a request by the gaming client to stop receiving at least one specified event message from the message director service.
10. The method of claim 1, wherein the service request comprises a request by the gaming client to send a message to the message director service.
11. The method of claim 10, wherein the event message conforms to an XML format.
12. The method of claim 10, wherein the event message comprises a gaming machine play event.
13. The method of claim 1, further comprising authenticating the gaming client.
14. A gaming network system providing a message director service, the gaming network system comprising:
  - a gaming client communicably coupled to the gaming network; and
  - a message director service communicably coupled to the gaming network and operable to:
    - publish an availability of the message director service on the gaming network;
    - register a gaming client with the message director service; and
    - process one or more service requests between the gaming client and the message director service, said service requests conforming to an internetworking protocol.
15. The gaming network system of claim 14, wherein the message director service comprises a web service.

16. The gaming network system of claim 15, wherein the service request is formatted according to a service description language.
17. The gaming network system of claim 16, wherein the service description language is a Web Services Description Language (WSDL).
18. The gaming network system of claim 14, wherein the message director service is registered in a UDDI registry.
19. The gaming network system of claim 14, wherein the gaming client comprises a gaming machine.
20. The gaming network system of claim 14, wherein the gaming client comprises a service provider in the gaming network.
21. The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to start receiving at least one specified event message from the message director service.
22. The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to stop receiving at least one specified event message from the message director service.
23. The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to send a message to the message director service.
24. The gaming network system of claim 14, wherein the event message conforms to an XML format.

25. The gaming network system of claim 23, wherein the event message comprises a gaming machine play event.